WHAT IS CLAIMED IS:

1. A method for overlaying an object in a window of a software application, comprising the steps of:

receiving a request for the object, the request being initiated by a behavior of a user viewing the window;

creating an overlay plane including the object as a function of the receiving step; and

overlaying the created overlay plane with the window.

2. The method according to claim 1, wherein the window is a markup language document.

3. The method according to claim 2, wherein the markup language document is an HTML document.

4. The method according to claim 2, wherein the markup language document is an XML document.

5. The method according to claim 1, wherein the software application is a Web browser.

6. The method according to claim 5, wherein the Web browser is at least one of Netscape Navigator, Netscape Communicator, and Microsoft Internet Explorer.

7. The method according to claim 1, wherein the receiving step includes receiving the request as a result of the user clicking on a hyperlink.

8. The method according to claim 1, wherein the receiving step includes receiving the request as a result of the user clicking on a banner.

9. The method according to claim 1, wherein the receiving step includes receiving the request as a result of the user clicking on a graphical icon.

10. The method according to claim 1, wherein the receiving step includes receiving the request as a result of the user initiating a click event.

11. The method according to claim 1, wherein the receiving step includes receiving the request as a result of the user initiating a rollover event.

12. The method according to claim 1, wherein the receiving step includes receiving the request as a result of the user initiating a timing event.

13. The method according to claim 1, wherein the receiving step includes receiving the request as a result of the user requesting a new window to be displayed.

14. The method according to claim 13, wherein the new window is a markup language document.

15. The method according to claim 14, wherein the markup language document is an HTML document.

16. The method according to claim 14, wherein the markup language document is an XML document.

17. The method according to claim 1, wherein the creating step further comprises:

creating a layer including the object as a function of the receiving step.

18. The method according to claim 17, wherein the overlaying step further comprises:

overlaying the created layer with the window.

19. The method according to claim 18, wherein the layer is a DHTML layer.

20. The method according to claim 1, wherein the creating step further comprises:

creating a layer, the layer being created as a result of the receiving step, wherein the layer is hidden from the user and the layer includes a reference to the object.

21. The method according to claim 20, wherein the overlaying step further comprises:

displaying the created layer to the user, wherein the reference the object initiates the streaming of the object data to the layer.

22. The method according to claim 21, wherein the layer is a DHTML layer.

23. The method according to claim 1, wherein the creating step further comprises:

creating a layer, the layer being created as a result of the receiving step, wherein the layer is hidden from the user and the layer includes the object.

24. The method according to claim 23, wherein the overlaying step further comprises:

displaying the created layer to the user.

25. The method according to claim 24, wherein the layer is a DHTML layer.

26. The method according to claim 1, wherein the creating step further comprises:

creating an overlay image including the object as a function of the receiving step.

27. The method according to claim 26, wherein the overlaying step further comprises:

overlaying the created overlay image with the window.

28. The method according to claim 1, wherein the overlay plane utilizes semi-transparent edges.

29. The method according to claim 1, wherein the overlaying step includes the step of:

using a transition effect to display the created overlay plane, wherein the transition effect is at least one of a transparent transition, a rotating object transition, a zoom transition, an animation transition, a wipe transition, a page curl transition, and a ripple transition.

5   30. The method according to claim 1, wherein the overlaying step further comprises:

overlaying the created overlay plane with the window, wherein the overlaying is performed outside of the normal software application processing.

10   31. A method for overlaying an object in a window of a software application, comprising the steps of:

receiving, by a plugin-control, a request for the object, the request being initiated by a behavior of a user viewing the window;

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creating, by the plugin-control, an overlay plane including the object as a function of the receiving step; and

overlaying, by the plugin-control, the created overlay plane with the window.

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32. The method according to claim 31, wherein the window is a markup language document.

33. The method according to claim 32, wherein the markup language document is an HTML document.

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34. The method according to claim 32, wherein the markup language document is an XML document.

35. The method according to claim 31, wherein the software application is a Web browser.

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36. The method according to claim 35, wherein the Web browser is at least one of Netscape Navigator, Netscape Communicator, and Microsoft Internet Explorer.

37. The method according to claim 31, wherein the receiving step includes receiving, by the plugin-control, the request as a result of the user clicking on a hyperlink.

38. The method according to claim 31, wherein the receiving step includes receiving, by the plugin-control, the request as a result of the user clicking on a banner.

39. The method according to claim 31, wherein the receiving step includes receiving, by the plugin-control, the request as a result of the user clicking on a graphical icon.

40. The method according to claim 31, wherein the receiving step includes receiving, by the plugin-control, the request as a result of the user initiating a click event.

41. The method according to claim 31, wherein the receiving step includes receiving, by the plugin-control, the request as a result of the user initiating a rollover event.

42. The method according to claim 31, wherein the receiving step includes receiving, by the plugin-control, the request as a result of the user initiating a timing event.

43. The method according to claim 31, wherein the receiving step includes receiving, by the plugin-control, the request as a result of the user requesting a new window to be displayed.

44. The method according to claim 43, wherein the new window is a markup language document.

45. The method according to claim 44, wherein the markup language document is an HTML document.

46. The method according to claim 44, wherein the markup language document is an XML document.

47. The method according to claim 31, wherein the creating step further comprises:

creating, by the plugin-control, a layer including the object as a function of the receiving step.

48. The method according to claim 47, wherein the overlaying step further comprises:

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overlaying, by the plugin-control, the created layer with the window, wherein the created layer is overlaid with the window using the software application provided mechanism for the display of layers.

10 49. The method according to claim 48, wherein the layer is a DHTML layer.

50. The method according to claim 47, wherein the overlaying step further comprises:

overlaying the created layer with the window, wherein the created layer is overlaid
15 with the window using a plugin-control provided mechanism for the display of content with a window bypassing the software application provided mechanism for the display of layers.

51. The method according to claim 50, wherein the layer is a DHTML layer.

20 52. The method according to claim 31, wherein the creating step includes:

defining a layer using the software application provided functionality, wherein the layer definition is included in the definition of the window; and

25   placing the created overlay plane in the defined layer.

53. The method according to claim 52, wherein the overlaying step further comprises:

overlaying the defined layer with the window, wherein the defined layer is overlaid
30 with the window using the software application provided mechanism for the display of layers.

54. The method according to claim 53, wherein the layer is a DHTML layer.

55. The method according to claim 52, wherein the overlaying step further comprises:

overlaying the defined layer with the window, wherein the defined layer is overlaid with the window using a plugin-control provided mechanism for the display of the object in the layer with a window bypassing the software application provided mechanism for the display of layers.

56. The method according to claim 31, wherein the creating step further comprises:

creating, by the plugin-control, a layer wherein the layer is hidden from the user and the layer includes a reference to the object.

57. The method according to claim 56, wherein the overlaying step further comprises:

displaying the defined layer to the user, wherein the reference to the object initiates the streaming of the object data to the layer.

58. The method according to claim 57, wherein the layer is a DHTML layer.

59. The method according to claim 31, wherein the creating step further comprises:

creating, by the plugin-control, a layer wherein the layer is hidden from the user and the layer includes the object.

60. The method according to claim 59, wherein the overlaying step further comprises:

displaying the defined layer to the user.

61. The method according to claim 60, wherein the layer is a DHTML layer.

62. The method according to claim 31, wherein the creating step includes:

defining a layer using the software application provided functionality, wherein the layer definition is included in the definition of the window, the layer is hidden from the user, and the layer includes a reference to the object ; and

5   placing the created overlay plane in the defined layer.

63. The method according to claim 62, wherein the overlaying step further comprises:

displaying the defined layer to the user, wherein the reference to the object initiates
10   the streaming of the object data to the defined layer which is overlaid with the window using the software application provided mechanism for the display of layers.

64. The method according to claim 63, wherein the layer is a DHTML layer.

15   65. The method according to claim 62, wherein the overlaying step further comprises:

displaying the defined layer to the user, wherein the reference to the object initiates the streaming of the object data to the defined layer which is overlaid with the window using a plugin-control provided mechanism for the display of content with a window bypassing the
20   software application provided mechanism for the display of layers.

66. The method according to claim 31, wherein the creating step includes:

defining a layer using the software application provided functionality, wherein the
25   layer definition is included in the definition of the window, the layer is hidden from the user, and the layer includes the object ; and

placing the created overlay plane in the defined layer.

30   67. The method according to claim 66, wherein the overlaying step further comprises:

displaying the defined layer to the user, wherein the defined layer is overlaid with the window using the software application provided mechanism for the display of layers.

68. The method according to claim 67, wherein the layer is a DHTML layer.

69. The method according to claim 66, wherein the overlaying step further comprises:

5   displaying the defined layer to the user, wherein the defined layer is overlaid with the window using a plugin-control provided mechanism for the display of content with a window bypassing the software application provided mechanism for the display of layers.

70. The method according to claim 31, wherein the creating step further comprises:

10   creating, by the plugin-control, a overlay image including the object as a function of the receiving step.

71. The method according to claim 70, wherein the overlaying step further comprises:

      overlaying the created overlay image with the window using the software application provided mechanism for the display of content with the window.

72. The method according to claim 70, wherein the overlaying step further comprises:

20   overlaying, by the plugin-control, the created overlay image with the window using a plugin-control provided mechanism for the display of content with a window bypassing the software application provided mechanism for the display of layers.

25 73. The method according to claim 31, wherein the overlay plane utilizes semi-transparent edges.

74. The method according to claim 31, wherein the overlaying step includes the step of:

30   using a transition effect to display the created overlay plane, wherein the transition effect is at least one of a transparent transition, a rotating object transition, a zoom transition, an animation transition, a wipe transition, a page curl transition, and a ripple transition.

75. A method for overlaying an object in a window of a software application, comprising the steps of:

creating an overlay plane including the object;

overlaying the created overlay plane with the window;

displaying the window overlaid with the created overlay plane;

receiving a request, the request being initiated by a behavior of a user viewing the window overlaid with the created overlay plane; and

displaying the window without the overlay plane as a function of the receiving step.

76. A method for overlaying an object in a window of a software application, comprising the steps of:

creating, by the plugin-control, an overlay plane including the object;

overlaying, by the plugin-control, the created overlay plane with the window;

displaying, by the plugin-control, the window overlaid with the created overlay plane;

receiving, by a plugin-control, a request, the request being initiated by a behavior of a user viewing the window overlaid with the created overlay plane; and

displaying the window without the overlay plane as a function of the receiving step.

77. A system for overlaying an object in a window of a software application, comprising:

a program memory;

a storage device; and

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a processor, wherein the processor is adapted to:

(i) receive a request for the object, the request being initiated by a behavior of a user viewing the window;

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(ii) creating an overlay plane including the object as a function of the receiving step; and

(iii) overlaying the created overlay plane with the window.

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78. The system according to claim 77, further including:

a browser program and a browser plugin-control, executing in the processor, the browser plugin-control causing the processor to:

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(i) receive a request for the object, the request being initiated by a behavior of a user viewing the window;

(ii) creating an overlay plane including the object as a function of the receiving step; and

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(iii) overlaying the created overlay plane with the window.

79. The system according to claim 78, wherein the browser program is at least one of Netscape Navigator, Netscape Communicator, and Microsoft Internet Explorer.

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80. The system according to claim 78, wherein the browser plugin-control is defined using the Netscape Application Programming Interface (API).

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81. The system according to claim 78, wherein the browser plugin-control is at least one of a Netscape Navigator plugin and a Netscape Communicator plugin.

82. The system according to claim 78, wherein the browser plugin-control is an ActiveX control.

83. A set of instructions residing in a storage medium, the set of instructions capable of being executed by a processor to implement a method for overlaying an object in a window of a software application, the method comprising the steps of:

receiving a request for the object, the request being initiated by a behavior of a user viewing the window;

creating an overlay plane including the object as a function of the receiving step; and

overlaying the created overlay plane with the window.

84. A set of instructions residing in a storage medium, the set of instructions capable of being executed by a processor to implement a method for overlaying an object in a window of a software application, the method comprising the steps of:

receiving, by a plugin-control, a request for the object, the request being initiated by a behavior of a user viewing the window;

creating, by the plugin-control, an overlay plane including the object as a function of the receiving step; and

overlaying, by the plugin-control, the created overlay plane with the window.

85. A method for initiating the overlaying of an object with a window of a software application, comprising the steps of:

clicking by a user an element of the window;

creating a layer as a function of the clicking step; and

overlaying the created layer with the window.

86. The method according to claim 85, wherein the window is a Web page.

5   87. The method according to claim 85, wherein the software application is a Web browser.

88. The method according to claim 87, wherein the Web browser is at least one of Netscape Navigator, Netscape Communicator, and Microsoft Internet Explorer.

10   89. The method according to claim 85, wherein the clicking step includes clicking by a user a hyperlink in the window.

90. The method according to claim 85, wherein the clicking step includes clicking by a user a banner in the window.

15   91. The method according to claim 85, wherein the clicking step includes clicking by a user a graphical icon in the window.

92. The method according to claim 85, wherein the clicking step includes clicking by a user a

20   hot spot on the window.